

[00305] What is claimed is:

1. A method for playing an electronic pull tab game, comprising:
 - generating a deck of pull tabs, each of the pull tabs having a serial number associated therewith, wherein at least one of the pull tabs is designated as a winning tab;
 - generating a deal of pull tabs by shuffling the deck of pull tabs using a linear congruential algorithm to select from the set of pull tab serial numbers; and
 - making the deal of pull tabs available to players.
2. The method of Claim 1, wherein the linear congruential algorithm is designed not to repeat until all of the pull tabs have been selected.
3. The method of Claim 1, further comprising dividing the set of winning pull tabs into a plurality of subsets.
4. The method of Claim 3, wherein each of the plurality of subsets has a different number of winning pull tabs.
5. The method of Claim 4, further comprising assigning at least one win amount to the subsets.
6. The method of Claim 1, further comprising selecting a plurality of indicia to be associated with a deal, wherein at least one combination of indicia serves as a winning combination.
7. The method of Claim 3, further comprising selecting a plurality of indicia to be associated with a deal, wherein at least one combination of indicia serves as a winning combination.
8. The method of Claim 7, further comprising assigning at least one winning indicia combination to each of the plurality of subsets.
9. The method of Claim 8, further comprising selecting a price players should be charged for a pull tab, and associating a win value with each of the plurality of subsets.
10. The method of Claim 9, further comprising making at least the pull tab price and win values known to players.

11. A gaming system network comprising:

- a master processing unit, the master processing unit operative to distribute game plays from a finite pool of game plays;
- a memory device coupled to the master processing unit, the memory device operative to store at least one finite pool of game plays, each finite pool containing a predefined number of winning and losing play records, wherein each game play record contains a serial number;
- a win determiner, for correlating a serial number with a list of winning serial numbers;
- a communication interface coupled to the master processing unit;
- a plurality of slave terminals, each slave terminal coupled to the communication interface to receive game play records in response to a game play request received from a player;
- a plurality of player-controlled selection devices, each player-controlled selection device coupled to a slave terminal and operative to transmit game play requests from the player to the master processing unit; and
- a plurality of output devices, each output device coupled to a slave terminal and operative to communicate to the player the receipt of a winning or losing play and the amount won.

12. The gaming system network of Claim 11, wherein the win determiner utilizes a look-up table to correlate the serial number with a list of winning serial numbers.

13. The gaming system network of Claim 12, wherein the information communicated to the player via the output device is determined using each digit of a multi-based numeric representation of the serial number as an index into a game outcome representation.

14. The gaming system network of Claim 13, wherein the game outcome representation is a slot-style game.

15. The gaming system network of Claim 14, wherein the slot-style game allows multiple paylines to be played.

16. The gaming system network of Claim 13, wherein the game outcome representation is a pull-tab style game.

17. The gaming system network of Claim 16, wherein the pull-tab game allows multiple pull-tab windows to be played.

18. A method for playing an electronic pull tab game, comprising:

- creating a deal comprised of a plurality of game outcomes, wherein each of the game outcomes has an associated ticket index;
- creating a Remap Table, for mapping each ticket index in the deal to a ticket number;
- creating an indicia table, wherein the indicia table is comprised of a plurality of indicia, and wherein an indicia index is associated with each of the indicia;
- defining at least one reel, wherein each reel is comprised of a plurality of indicia locations, and wherein an indicia index from the indicia table is assigned to each of the indicia locations;
- defining a display area, wherein the display area is comprised of at least one pay line;
- defining an array of symbol locations, wherein the symbol location array is defined by the number of paylines in the display area and the number of reels;
- assigning a symbol location index to each of the symbol locations in the symbol location array;
- receiving a game outcome request from a player;
- providing at least one game outcome to a player in response to the player request;
- determining the ticket number corresponding to the game outcome provided to the player;
- calculating an index into each reel based on the determined ticket number;
- assigning indicia to each symbol location in the symbol location array based on the calculated reel indices; and,
- determining if any of the paylines contains a winning set of indicia.

19. The method of Claim 18, wherein the game outcome request received from the player includes an indication of the number of paylines to be treated as active paylines, further comprising determining if any of the paylines containing a winning set of indicia is an active payline.

20. The method of Claim 18, wherein the game outcome request received from the player includes an indication of the set of paylines to be treated as active paylines, further comprising determining if any of the paylines containing a winning set of indicia is an active payline.

21. A method for determining if any active paylines contain a set of winning indicia combinations, comprising:

- defining at least one payline, wherein each payline is defined by a set of symbol locations;
 - defining a set of indicia combinations as winning indicia combinations, wherein a packed win number is calculated for each of the winning indicia combinations;
 - calculating a packedline value for each payline based on the indicia displayed in the symbol locations of each payline;
 - iteratively comparing each packedline value to the packed win numbers and, when a match occurs, storing the results in a result array; and
 - reviewing the result array to determine the match with the highest value.
22. The method of Claim 21, further comprising determining a prize to be awarded to a player based on the match with the highest value.